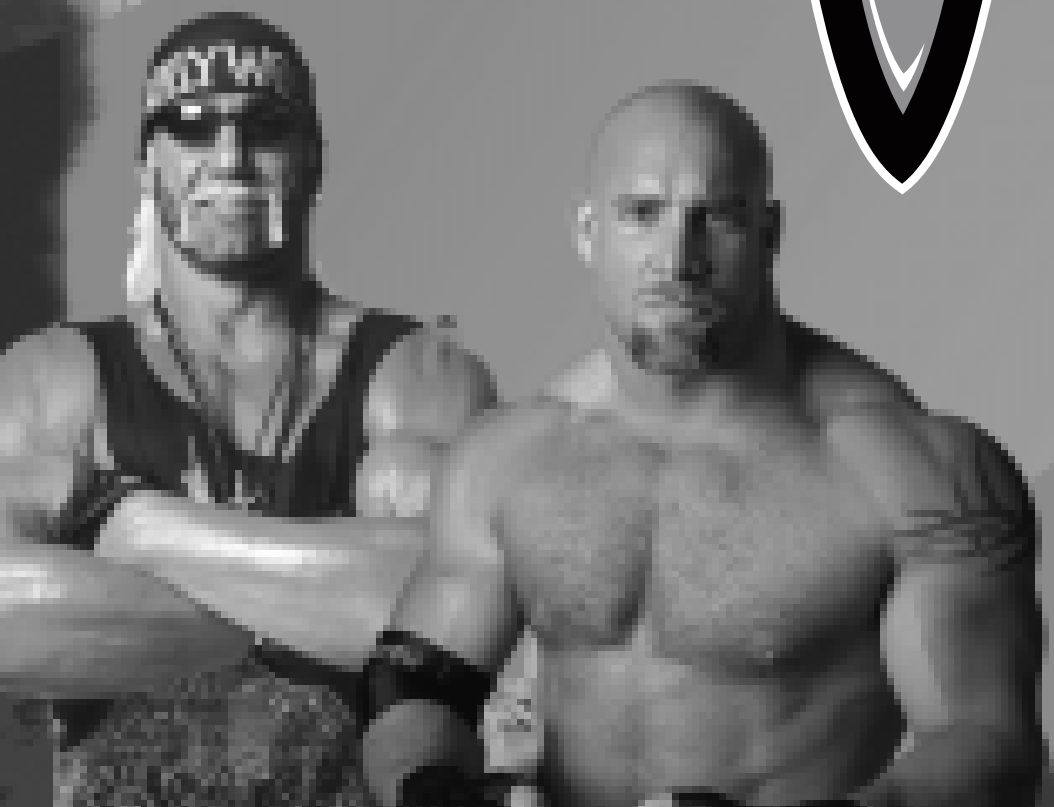
MODEL 60-052

WORLD CHAMPIONSHIP WRESTLING™



ELECTRONIC LCD GAME

TIGER

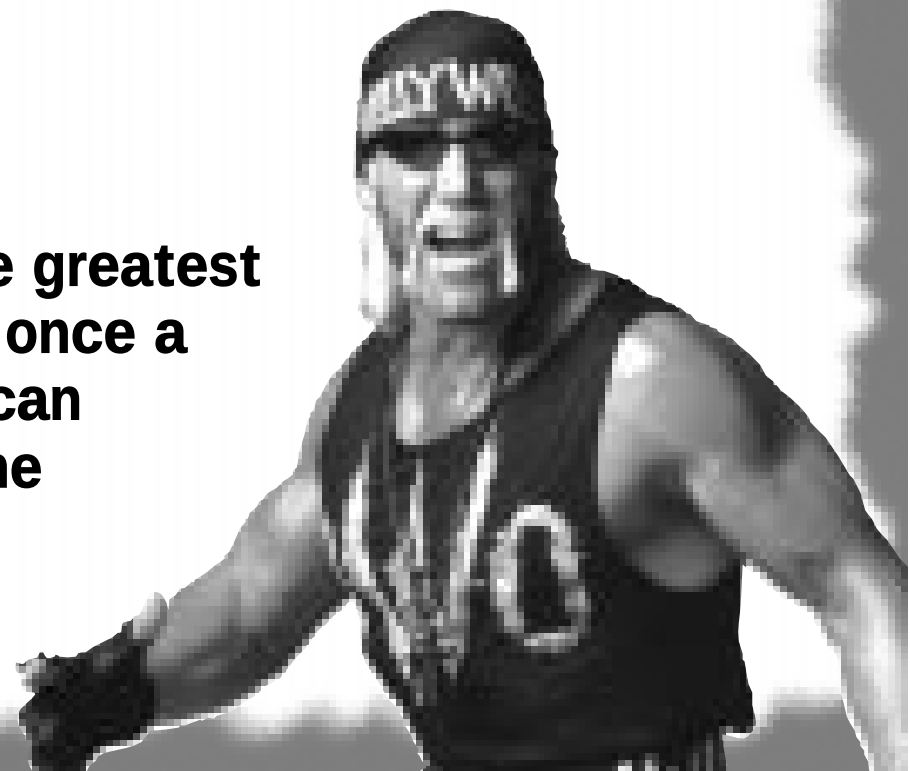
600520001IWTI-02

INTRODUCTION

The fight is on for the WCW Heavyweight Championship belt and you're in control. The biggest names in wrestling are colliding to settle their feuds. Each pair are starring in their own unit- Hollywood Hogan Vs. Goldberg, Raven Vs. Diamond Dallas Page, and Scott "Big Poppa Pump" Steiner Vs. Rick Steiner. Collect them all and become the Champ. Select Goldberg and use the Jackhammer, or Hogan with his devastating Leg Drop. Each wrestler has their own unique moves. Master them all and you master the game.

HOLLYWOOD HOGAN

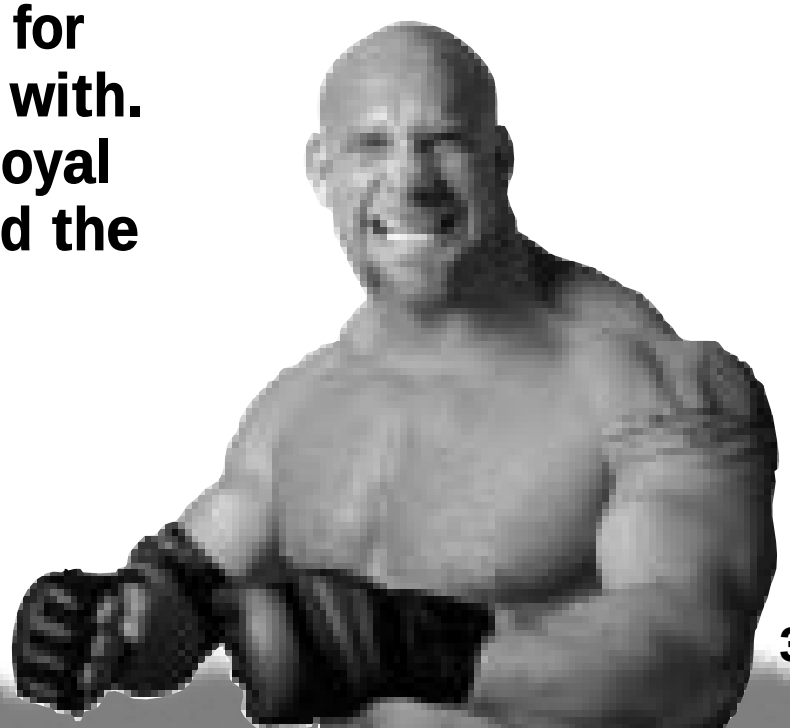
Hollywood Hogan is one of the greatest wrestlers of all time. He was once a shining example of the American dream. Now he has formed the organization called the NWO, the New World Order. As the



leader of the NWO, he has shown the world that he is a force to be reckoned with. He is 275 pounds of muscle and standing at 6' 7" he smashes through the competition. Take control of Hogan and use his Leg Drop to finish Goldberg.

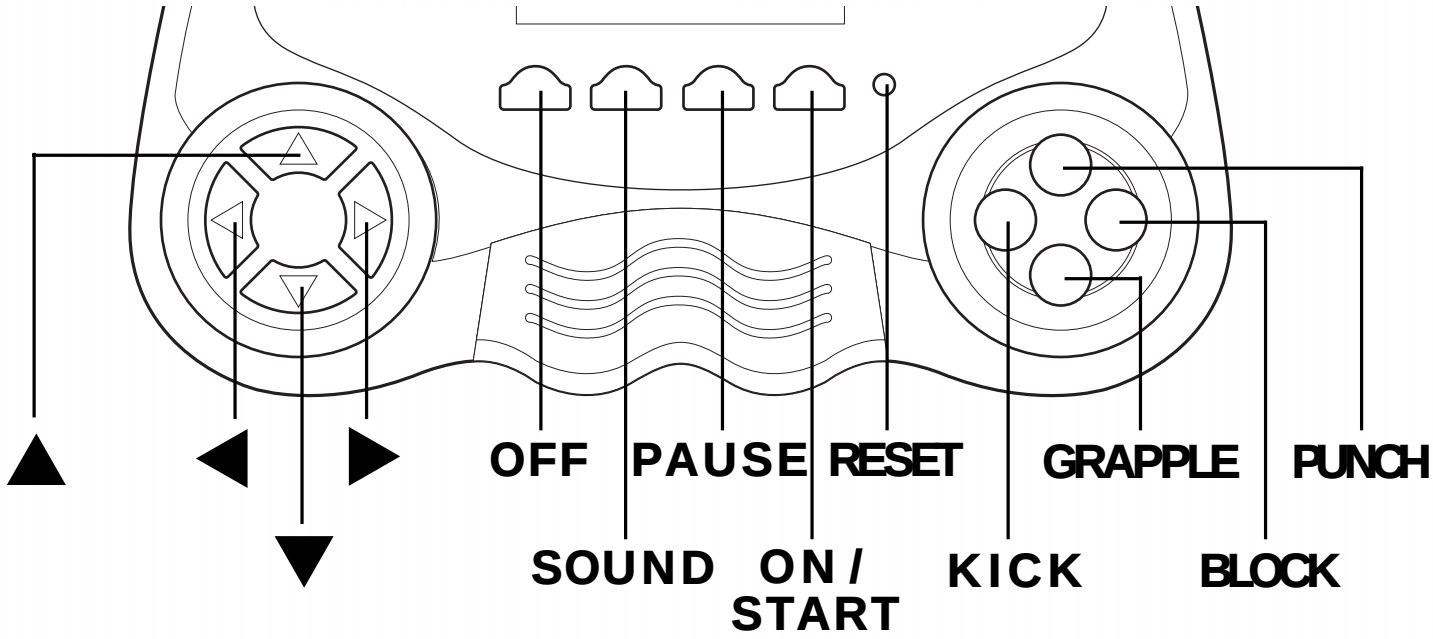
GOLDBERG

Goldberg has burst into the wrestling world with intensity never seen before. His size, speed, and growing arsenal of moves have proven too much for everyone he steps in the ring with. Goldberg has proven to be a loyal WCW wrestler and has battled the NWO one many occasions. Choose him and use his deadly combination of the Spear and Jackhammer to wipe the mat with Hogan.



OBJECT OF THE GAME

Hollywood Hogan and Goldberg have a score to settle. After many confrontations without a clear winner, they will step in the ring to settle their differences once and for all. Choose your wrestler and enter a tournament that lasts best of 7 matches. You don't have to win all 7 matches to win the belt but you do have to win at least 4. If you only win 4, you should step back in the ring and try to win all 7. If you win all 7, it just proves that you are the better man and a true Champion.



CONTROLS

OFF	-	Press to turn OFF the unit. The unit also shuts off after three minutes of no action.
SOUND	-	Press to turn the SOUND ON.
	-	Press to turn the SOUND OFF.
PAUSE	-	Press to PAUSE the game.
ON / START	-	Press to turn the unit ON.
	-	Press to start the game.
	-	Press to start each new match.
	-	Press to exit pause.
" ▲ "	-	If your opponent is on the ground, press ▲, ▲ to attack your opponent off the ropes.
" ▼ "	-	If your opponent is on the ground, press ▼ to go for the pin.
" ◀ "	-	When selecting your wrestler, press ◀ to choose Hollywood Hogan.
" ▶ "	-	When selecting your wrestler, press ▶ to choose Goldberg.

OBJECT OF THE GAME

PUNCH
- **Press to make the wrestler punch their opponent.**
- **After grappling, press this repeatedly to do a power move (See pages 9 & 10).**

KICK
- **It will make the wrestler kick their opponent.**
- **After grappling, press this repeatedly to do a power move (See pages 10 & 11).**

BLOCK
- **BLOCK enemy's punches and kicks. Note - The wrestler can still be grappled while blocking.**
- **After grappling, press this repeatedly to do a power move (See page 11).**

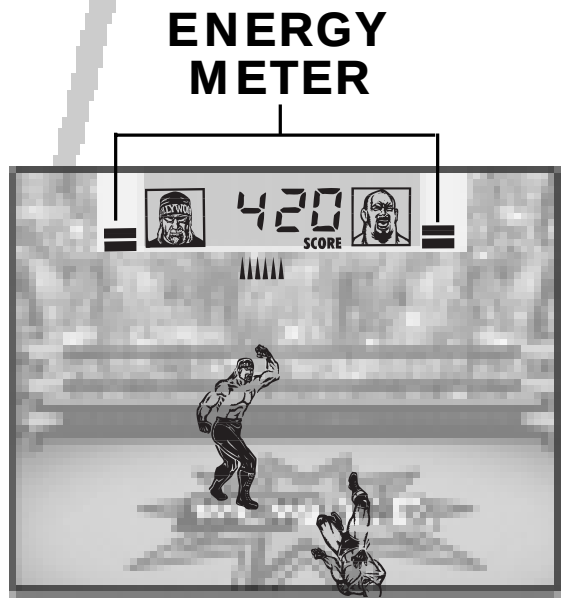
GRAPPLE
- **Grapples with opponent. Note - The wrestler must grapple before performing any power moves.**
- **After grappling, press this repeatedly to do a power move (See pages 10 & 11).**

STARTING A NEW GAME

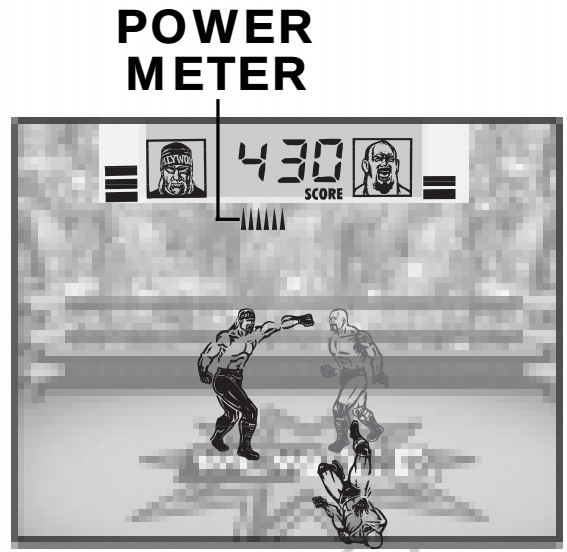
Press the ON/START button to power on the game. Both wrestlers will now appear and Hogan will be flashing. Whichever wrestler is flashing will be your wrestler in the ring. If you want to switch between the two wrestlers, simply press left or right. When your favorite wrestler is flashing, press ON/START to begin your first match. Now you can step in the ring, wrestle through a best of 7-match tournament to win the WCW Heavyweight Championship Belt, and prove to the world who the better wrestler is.

ENERGY METER

Each wrestler has an energy meter made up of five bars. It appears right next to their picture at the top of the screen. Every time you hit your opponent their meter will decrease and yours will increase. Beware, you lose more energy each time you get hit than you get back when you hit them. So, keep on the offense if you want to win.



POWER METER



There is a power meter that will come on screen when the wrestlers are in a grapple. Your goal is to fill up your half of the meter to get off your move instead of your opponent. It will seem like a tug of war when you grapple with your opponent to fill your half of the meter. To fill the meter and get your moves off, tap the move button of your choice (see below under POWER MOVES) as quickly as possible. Tap it fast enough and you're on your way to victory. Not fast enough, you're going home empty handed.

MOVES

Hogan and Goldberg have a variety of moves. Your job is to learn when to use each move to finish off your opponent the quickest. Each wrestler has both basic and power moves. Read the moves listed below to learn how to inflict some heavy damage.

BASIC MOVES - COMMON TO BOTH WRESTLERS

PUNCH- PUNCH button

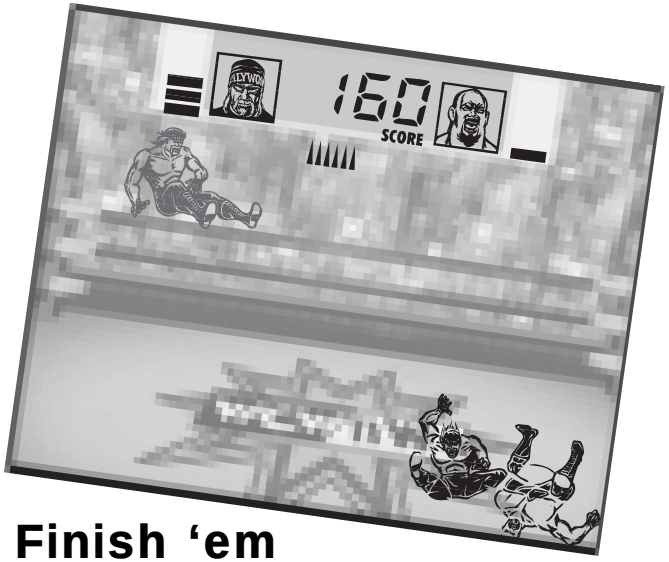
KICK- KICK Button

GRAPPLE- GRAPPLE button

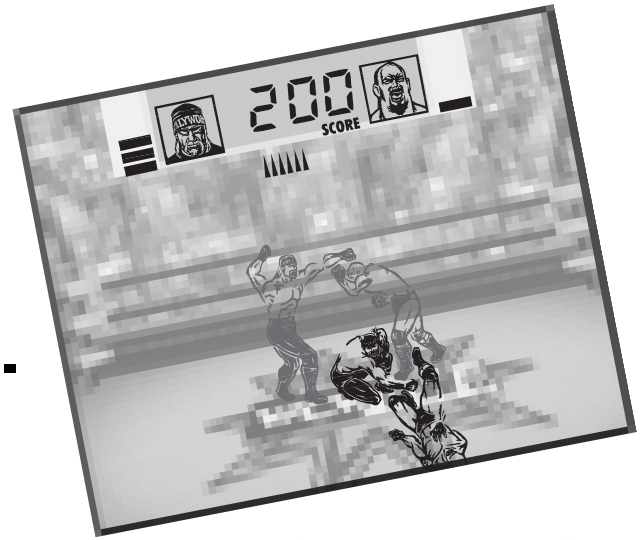
BLOCK- BLOCK button

PIN - ▼ when your opponent is on the ground

ATTACK OFF THE ROPES - Press ▲, ▲ when your opponent is on the ground



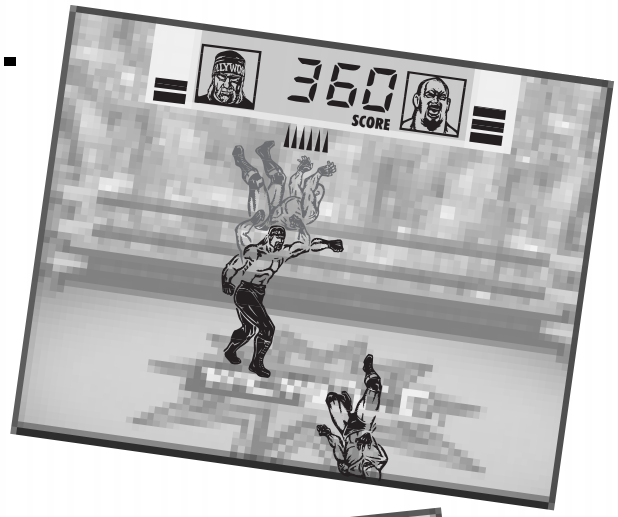
Finish 'em with a Leg Drop!



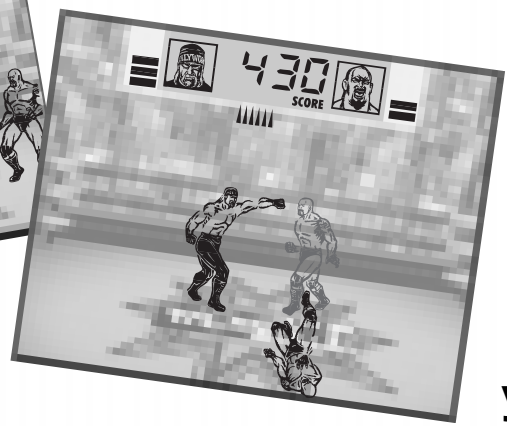
POWER MOVES - HOLLYWOOD HOGAN

SHORT CLOTHESLINE - From Grapple, press PUNCH rapidly

OVER HEAD PRESS INTO SLAM - From Grapple, press GRAPPLE rapidly



PILE DRIVER - From Grapple, press KICK rapidly



THROW OPPONENT INTO ROPES -

From grapple press BLOCK rapidly. Press punch when Goldberg is coming back at you to clothesline him to

the mat.

POWER MOVES - GOLDBERG

Fear the Spear!

SPEAR- From Grapple, press GRAPPLE rapidly

JACKHAMMER - From Grapple, press PUNCH rapidly

POWER SLAM- From Grapple, press KICK rapidly

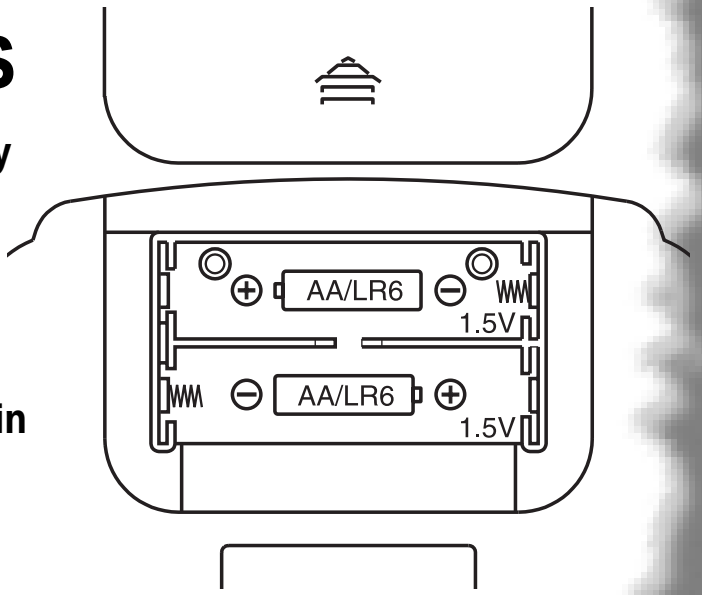
THROW OPPONENT INTO ROPES - From grapple press BLOCK rapidly. Press punch when Hogan is coming back

at you to clothesline him to the mat.

HINTS FOR VICTORY

1. Attack, Attack, Attack - You can't win if you don't inflict some damage.
2. Warm them up with punches and kicks. Then move in and do some real damage with your power moves from the grapple.
3. Learn to use the Block - Knowing when and when not to use the block will separate the champs from the chumps.
4. When they're down, keep 'em down - After you knock them down, go off the ropes to inflict some extra damage.
5. Initiate the Grapple - If you grapple your opponent before he grapples you, you have a better chance of getting your move off.
6. Visit our main website at www.tigertoys.com for

INSERTING THE BATTERIES



To insert the batteries, have an adult open the battery compartment cover at the back of the game. (To remove cover, press and push battery cover upward.) Insert 2"AA" /LR6 batteries (not included), making sure to align "+" and "-" as shown.

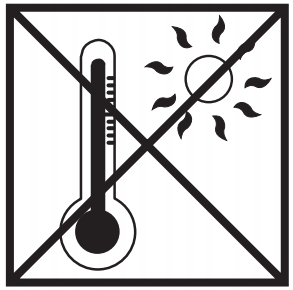
CAUTION: Batteries should be replaced by an adult. Not suitable for children under 36 months, may contain small parts.

TO ENSURE PROPER FUNCTION:

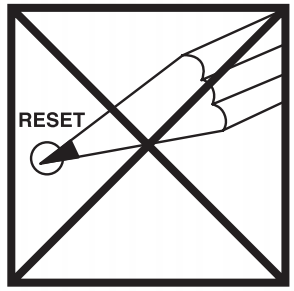
- **Do not mix old and new batteries.**
- **Do not mix alkaline, standard, or rechargeable batteries.**
- **Battery installation should be done by an adult.**
- **Non-rechargeable batteries are not to be recharged.**
- **Rechargeable batteries are to be removed from the toy before being charged (if removable).**
- **Rechargeable batteries are only to be charged under adult supervision (if removable).**
- **Only batteries of the same or equivalent type as recommended are to be used.**
- **Batteries are to be inserted with the correct polarity.**
- **Exhausted batteries are to be removed from the toy.**
- **The supply terminals are not to be short-circuited.**

RESET BUTTON:
After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.

CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Clean only with a piece of soft dry cloth.

Replace with new batteries at the first sign of erratic operation.
Remember, your game will reset once you've replaced or removed the batteries.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. $10.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department
1000 N. Butterfield Road, Unit 1023,
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

WARRANTY

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

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